

26. (twice amended) A method for generating random numbers for gaming; said method comprising the steps of:

- providing a signal comprising a continuously changing deterministic output;
- encrypting the signal;
- grouping the encrypted signal into sets of raw pseudorandom numbers;
- verifying that the sets of raw pseudorandom numbers comprise independent, uniform, sets of statistically pseudorandom numbers; and
- providing the verified sets to a gaming operation.

47. (new) A method for generating and applying random numbers for gaming, using an apparatus; said method comprising the steps of:

- the apparatus strongly encrypting and authenticating a game control sequence, to provide a secured game control sequence;
- the apparatus sending the secured game control sequence to a game;
- the game strongly encrypting and authenticating game results at the game to provide secured game results;
- the game sending the secured game results back to the apparatus;
- the apparatus receiving the game results back from the game;
- the apparatus interpreting the received results in terms of a game-control rule;
- the apparatus strongly encrypting and authenticating the interpreted result; and
- the apparatus transmitting the interpreted result back to the remote player.

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1 48. (new) The method of claim 47, for use with said ap-
2 paratus that includes (1) a first player interface unit
3 receiving a request for play from a remote player and
4 generating at least a first player record of information
5 indicating player-initiated events from a first player,
6 (2) a list of eligible regulated games, the status of the
7 games, and status of connections to the games, (3) a
8 rules library storing indexed rules for eligibility and
9 restrictions on a particular player controlling one or
10 more games, (4) an interface registry for storing mapping
11 data records, the mapping data records being for mapping
12 the first player record to preselected rules in the rules
13 library, (5) second control means coupled to the buffer
14 means output, the first player interface unit, the inter-
15 face registry, and rules library, the second control
16 means being for processing the player record according to
17 said method, and each regulated game; and further com-
18 prising the steps of:

19 receiving a request for play from a remote player;
20 accepting a first player record from the remote
21 player;

22 referring to the interface registry to map the first
23 player record to a selected rule in the rules library;

24 determining the eligibility of the remote player to
25 play a particular game; and

26 executing a selected rule for game control according
27 to the player eligibility.

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1 49. (new) The method of claim 48, wherein:
2 the interpreting step comprises generating an output
3 record indicating results of the execution step, the out-
4 put record being directed to a first player interface
5 unit.

1 50. (new) The method of claim 47, wherein:
2 the interpreting step comprises generating an output
3 record indicating results of the execution step, the out-
4 put record being directed to a first player interface
5 unit.

IN THE DISCLOSURE:

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Please change the title of the application to read "METH-
OD FOR CONTROL OF GAMING SYSTEMS AND FOR GENERATING RANDOM
NUMBERS". A request for corrected filing receipt is attached.

REMARKS

Applicant wishes to thank Examiner Mai for having stated the reasoning behind the PTO position with great care and specificity. Applicant traverses, for reasons detailed below.

Applicant apologizes to the Examiner for the need to again revise the title of this application, at this late date. Also, Applicant respectfully requests clarification of the status of claim 28.